IN THE UNITED STATES PATENT AND TRADEMARK OFFICE In re Application of: DAVID NOY ET AL. 09/824,045 Serial No.: Group Art Unit: 2173 April 3, 2001 Filed: METHOD AND SYSTEM FOR IMPLICITLY For: Attorney RESOLVING POINTING AMBIGUITIES IN Docket: 27/186 **HUMAN-COMPUTER INTERACTION (HCI)** Examiner: Kieu D. Vu Commissioner of Patents and Trademarks RECEIVED Washington, DC 20231 FEB 2 7 2004 RESPONSE TRANSMITTAL Sir: Technology Center 2100 (1) Applicant is a: . verified statement attached _X_ small entity X verified statement filed __ other than small entity The fee for claims 37 CFR1.16(b)-(d) has been calculated as shown below: (2) OTHER THAN A

	CLAIMS	AMENDED	SM	SMALL ENTITY		SMALL ENTITY		
FOR: TOTAL CLAIMS INDEP CLAIMS	ON FILE 72 6	CLAIMS 88 14	RATE 16 x 9= 8 x 43= TOTAL	FEE	OR OR OR OR	RATE x 18= x 86= TOTAL	FEE	

X is filed herewith (3) An amendment has been filed

Please charge the extension fee and any other amount required to Deposit Account No. 06-2140. (4) A duplicate copy of this form is enclosed.

Respectfully submitted,

Atterney for Applicant Registration No. 33,883

Date: February 19, 2004.

THE UNITED STATES PATENT AND TRADEMARK OFFICE

9/19 3-16-04 3.5.14

In re Applicant:

DAVID NOY ET AL.

Serial No.: 09/824.045

Filed: April 3, 2001

For: METHOD AND SYSTEM FOR

IMPLICITLY RESOLVING
POINTING AMBIGUITIES IN
HUMAN-COMPUTER
INTERACTION (HCI)

Examiner:

Kieu D. Vu

Commissioner of Patents and Trademarks

Washington, DC 20231

Group Art Unit: 2173

Attorney

Docket: 27/186

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Technology Center 2100

RESPONSE

Sir:

This is in response to the United States Patent and Trademark Office Action mailed November 5, 2003, which response is being made on or before March 5, 2004 and for which an extension fee of \$55 is due. Please amend the above-identified application as follows:

In the Claims:

- 1. (Original) A method for implicitly resolving pointing ambiguities in human-computer interaction, comprising the steps of:
 - (a) intending by a user to select a user targeted object from a plurality of at least two objects in an object domain displayed by a computer executing a computer application including a pointing mechanism featuring a pointer dynamically moveable throughout said object

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